What is claimed is:

Sub. a'> 1   Claim 1.   An apparatus for developing interpersonal skills, comprising:

2   a plurality of video vignettes simulating a person;

3   a plurality of statements to be selected by a user of said apparatus;

4   a plurality of audio responses for articulation by said simulated person; and

5   a logic means for interrelating each of said statements to be selected by the user,

6   said audio responses and said video vignettes.

1   Claim 2.   An apparatus for developing interpersonal skills as defined by Claim 1, wherein

2   said logic means for interrelating each of said audio responses, said video

3   vignettes and said plurality of statements to be selected by the user comprises:

4   a personality profile emulator;

5   a video selection network controlled by said personality profile emulator for

6   selecting one of said video vignettes in response to selected ones of said plurality

7   of statements; and

8   an audio selection network controlled by said personality profile emulator for

9   selecting one of said audio responses in response to said selected ones of said

10   plurality of statements.

    Claim 3.   An apparatus for developing interpersonal skills as defined by Claim 2, wherein

said video selection network includes means controlled by said personality profile

emulator for selecting one of said video vignettes in response to failure of the user

15   to select one of said plurality of statements within a predetermined time period;

and

said audio selection network includes means controlled by said personality profile

emulator for selecting one of said audio responses in response to failure of the

user to select one of said plurality of statements within said predetermined time

20   period.

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1   Claim 4.   An apparatus for developing interpersonal skills as defined by Claim 2, wherein
2   said personality profile emulator includes means for adjusting said interrelating
3   functions of said logic means, further comprising:
4   an alternate plurality of statements to be selected by the user of said apparatus,
5   compiled from said plurality of statements; and
6   said alternate statements selected from said plurality of statements according to a
7   criterion established by said personality profile emulator in response to a history
8   of said audio responses selected via said audio selection network.

1   Claim 5.   An apparatus for developing interpersonal skills as defined by Claim 2, wherein
2   said personality profile emulator includes means for adjusting said interrelating
3   functions of said logic means, further comprising:P
4   an alternate plurality of statements to be selected by the user of said apparatus
5   compiled from said plurality of statements; and
6   said alternate statements are selected from said plurality of statements according
7   to a criterion established by said personality profile emulator in response to a
8   history of said video vignettes selected via said video selection network.

1   Claim 6.   An apparatus for developing interpersonal skills as defined by Claim 2, wherein
2   said personality profile emulator is modified in response to user selected ones of
3   said plurality of statements to thereby alter said interrelating functions of said
4   logic means.

1   Claim 7.   An apparatus for developing interpersonal skills as defined by Claim 2, further
2   comprising means for establishing a performance score for the user of said
3   apparatus as a function of a history of the selected ones of said plurality of
4   statements.

1   Claim 8.   An apparatus for developing interpersonal skills as defined by Claim 7,
2   comprising means for establishing a performance score for the user of said
3   apparatus as a function of the sequence of selection of said plurality of statements.

1   Claim 9.   An apparatus for developing interpersonal skills as defined by Claim 1,
2   comprising:
3   a personality profile emulation means for adjusting said interrelating functions of
4   said logic means;
5   a secondary listing of a plurality of statements to be selected by the user of said
6   apparatus compiled from said plurality of statements and selected according to a
7   criterion established by said personality profile emulation means in response to
8   the interrelationship created by said logic means of said audio responses and said
9   plurality of statements to be selected by the user.

1   Claim 10.   An apparatus for developing interpersonal skills as defined by Claim 9, wherein
2   said plurality of statements comprising said secondary listing is selected
3   according to a criterion established by said personality profile emulation means in
4   response to the interrelationship created by said logic means of said video
5   vignettes and said statements to be selected by the user.

1   Claim 11.   An apparatus for developing interpersonal skills as defined by Claim 10, wherein
2   said personality profile emulation means is modified in response to statements
3   selected by the user from said listings of said plurality of statements to thereby
4   alter said interrelating functions of said logic means.

1   Claim 12.   An apparatus for developing interpersonal skills as defined by Claim 10,
2   comprising means for establishing a performance score for the user of said
3   apparatus as a function of said statements selected by the user.

1   Claim 13.   An apparatus for developing interpersonal skills as defined by Claim 12,
2   comprising means for establishing a performance score for the user of said
3   apparatus as a function of the sequence of selection of said statements selected by
4   the user.

Claim 14. A method for creating a system for developing interpersonal skills, the steps of:

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2   creating a plurality of video vignettes simulating a person;
3   creating a plurality of statements to be selected by a user of said apparatus;
4   creating a plurality of audio responses for articulation by said simulated person;
5   and
6   creating a logic means for interrelating each of said audio responses, said video
7   vignettes and said statements to be selected by the user.

Claim 15. A method for creating a system for developing interpersonal skills as defined by

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2   Claim 14, wherein said step of creating logic means for interrelating each of said
3   audio responses, said video vignettes and said statements to be selected by the
4   user includes the steps of:
5   creating an interrelated network linking said video vignettes with said statements
6   to be selected by the user according to a personality profile;
7   creating an interrelated network linking said audio responses with said statements
8   to be selected by the user according to said personality profile; and
9   creating an interrelated network linking said video vignettes with said audio
10   responses.

Claim 16. A method for creating a system for developing interpersonal skills as defined by

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2   Claim 15, wherein said step of creating a logic means for interrelating each of said
3   audio responses, said video vignettes and said statements to be selected by the
4   user includes the steps of:
5   creating an interrelated network linking said video vignettes with the absence of
6   said statements to be selected by the user according to said personality profile;
7   and
8   creating an interrelated network linking said audio responses with the absence of
9   said statements to be selected by the user according to said personality profile.

Claim 17. A method for developing interpersonal skills, including the steps of:
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2 selecting a statement from a list of prepared statements;
3 observing facial expressions of a simulated person in a video presentation;
4 observing body language of said simulated person in said video presentation;
5 listening to an audio response by said simulated person; and
6 selecting a statement from a list of prepared statements in response to said
7 observed facial expressions, body language and audio response.

Claim 18. A method for developing interpersonal skills as defined by Claim 17, including
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2 the step of repeating the steps of Claim 17 until a determination regarding the
3 veracity of said simulated person is made.

Claim 19. A method for developing interpersonal skills as defined by Claim 18, including
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2 the step of signaling the program creating said video presentations and audio
3 responses of said determination regarding the veracity of said simulated person.

Claim 20. A method for developing interpersonal skills as defined by Claim 17, including
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2 the step of signaling the program creating said video presentations and audio
3 responses if said video presentation constitutes a clue regarding the veracity of
4 said simulated person.

Claim 21. A method for developing interpersonal skills as defined by Claim 17, including
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2 the step of signaling the program creating said video presentations and audio
3 responses if said audio response constituted a clue regarding the veracity of said
4 simulated person.

Claim 22. An apparatus for developing interpersonal skills, comprising:
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2 a plurality of video vignettes simulating a person;
3 a listing of a plurality of statements to be verbalized by the user of said apparatus;
4 a plurality of audio responses for articulation by said simulated person; and
5 a logic means for interrelating each of said audio responses, said video vignettes
6 and said statements to be verbalized by the user.

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1   Claim 23.   An apparatus for developing interpersonal skills as defined by Claim 22, wherein
2   said logic means for interrelating each of said audio responses, said video
3   vignettes and said statements to be verbalized by the user comprises:
4   a personality profile emulation;
5   a video network linking said video vignettes with said statements to be verbalized
6   by the user according to said personality profile emulation;
7   an audio network linking said audio responses with said statements to be
8   verbalized by the user according to said personality profile emulation; and
9   means linking said video vignettes with said audio responses according to said
10   personality profile emulation.

1   Claim 24.   An apparatus for developing interpersonal skills as defined by Claim 23, wherein:
2   said video network includes means linking said video vignettes with the absence
3   of said statements to be verbalized by the user according to said personality
4   profile emulation; and
5   said audio network includes means linking said audio responses with the absence
6   of said statements to be verbalized by the user according to said personality
7   profile emulation.

1   Claim 25.   An apparatus for developing interpersonal skills as defined by Claim 24,
2   comprising:
3   a personality profile emulation means for adjusting said interrelating functions of
4   said logic means;
5   a secondary listing of a plurality of statements to be verbalized by the user of said
6   apparatus compiled from said plurality of statements; and
7   said secondary listing of a plurality of statements is selected from said listing of a
8   plurality of statements according to a criterion established by said personality
9   profile emulation means in response to the interrelationship created by said logic
10   means of said audio responses and said statements to be verbalized by the user.

Claim 26. An apparatus for developing interpersonal skills as defined by Claim 25, wherein said plurality of statements comprising said secondary listing is selected according to a criterion established by said personality profile emulation means in response to the interrelationship created by said logic means of said video vignettes and said plurality of statements to be verbalized by the user.

Claim 27. An apparatus for developing interpersonal skills as defined by Claim 26, wherein said personality profile emulation means is modified in response to verbalization by the user of said plurality of statements from said listings to thereby alter said interrelating functions of said logic means.

Claim 28. An apparatus for developing interpersonal skills as defined by Claim 27, comprising means for establishing a performance score for the user of said apparatus as a function of the statements selected from said plurality of statements verbalized by the user.

Claim 29. An apparatus for developing interpersonal skills as defined by Claim 28, comprising means for establishing a performance score for the user of said apparatus as a function of the sequence of verbalization of said statements selected from said plurality of statements verbalized by the user.

Claim 30. A system for developing interpersonal skills as defined by Claim 22, comprising:
a personality profile emulation means for adjusting said interrelating functions of said logic means;
a secondary listing of a plurality of statements to be verbalized by the user of said apparatus compiled from said plurality of statements and selected according to a criterion established by said personality profile emulation means in response to the interrelationship of said audio responses and said statements to be verbalized by the user created by said logic means.

Claim 31. A system for developing interpersonal skills as defined by Claim 30, wherein said
plurality of statements comprising said secondary listing is selected according to a
criterion established by said personality profile emulation means in response to
the interrelationship created by said logic means of said video vignettes and said
statements to be verbalized by the user.

Claim 32. A system for developing interpersonal skills as defined by Claim 31, wherein said
personality profile emulation means is modified in response to verbalization by
the user of statements from said listings to thereby alter said interrelating
functions of said logic means.

Claim 33. A system for developing interpersonal skills as defined by Claim 31, comprising
means for establishing a performance score for the user of said apparatus as a
function of the statements selected from said plurality of statements verbalized by
the user.

Claim 34. A system for developing interpersonal skills as defined by Claim 33, comprising
means for establishing a performance score for the user of said apparatus as a
function of the sequence of verbalization of said statements selected from said
plurality of statements verbalized by the user.

Claim 35. A method for creating a system for developing interpersonal skills, comprising the
steps of:
creating a plurality of video vignettes simulating a person;
creating a plurality of statements to be verbalized by the user of said apparatus;
creating a means for recognizing verbalized ones of said plurality of statements;
creating a plurality of audio responses for articulation by said simulated person;
and
creating a logic means for interrelating each of said audio responses, said video
vignettes and said plurality of statements to be verbalized by the user.

1   Claim 36. A method for creating a system for developing interpersonal skills as defined by
2   Claim 35, wherein said step of creating logic means for interrelating each of said
3   audio responses, said video vignettes and said plurality of statements to be
4   verbalized by the user includes the steps of:
5   creating an interrelated network linking said video vignettes with said recognized
6   verbalized statements according to a personality profile;
7   creating an interrelated network linking said audio responses with said recognized
8   verbalized statements according to said personality profile; and
9   creating an interrelated network linking said video vignettes with said audio
10   responses.

1   Claim 37. A method for creating a system for developing interpersonal skills as defined by
2   Claim 36, wherein said step of creating logic means for interrelating each of said
3   audio responses, said video vignettes and said plurality of statements to be
4   verbalized by the user includes the steps of:
5   creating an interrelated network linking said video vignettes and said audio
6   responses with the absence of recognition of verbalized statements according to
7   said personality profile.

1   Claim 38. A method for developing interpersonal skills, including the steps of:
2   verbalizing a statement including one or more key words selected from a list of
3   prepared statements including said key words;
4   observing the facial expression of a simulated person in a video presentation;
5   observing the body language of said simulated person in said video presentation;
6   listening to an audio response by said simulated person; and
7   verbalizing a statement including one or more key words selected from a list of
8   prepared statements including said key words in response to said observed facial
9   expression and body language and said audio response.

1   Claim 39. A method for developing interpersonal skills as defined by Claim 38, including
2   the step of repeating the steps of Claim 38 until a determination regarding the
3   veracity of said simulated person is made.

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Claim 40. A method for developing interpersonal skills as defined by Claim 39, including the step of signaling the program creating said video presentations and audio responses of said determination regarding the veracity of said simulated person.

Claim 41. A method for developing interpersonal skills as defined by Claim 38, including the step of signaling the program creating said video presentations and audio responses if said video presentation constituted a clue regarding the veracity of said simulated person.

Claim 42. A method for developing interpersonal skills as defined by Claim 38, including the step of signaling the program creating said video presentations and audio responses if said audio response constituted a clue regarding the veracity of said simulated person.

Claim 43. A system for developing interpersonal skills, comprising:
memory means including a plurality of statements;
monitor means for video presentation; and
keyboard means for selecting one of said plurality of statements in response to a visual cue from said monitor means or an audio cue; said video presentation responding to said selected one of said plurality of statements.

Claim 44. A method for developing interpersonal skills with a simulated subject using electronic means, said method comprising the steps of:
initializing a program including weighted questions;
allocating quantitative emotional values to rapport states, the quantitative emotional values for the rapport states adding up to 1;
affecting the flow of the emotional values from rapport state to raport state based on stimuli derived from questions asked.

Claim 45. A method according to claim 44, wherein the rapport states include worst, bad, neutral, good and excellent.

Claim 46. A method according to claim 45, wherein deteriorating rapport state occurs more easily than building rapport state.

Claim 47. A method according to claim 46, wherein the stimuli being computed based on an average of all previous questions asked during the interview rapport value and current question rapport value, employing the following algorithm:

$$S_r = 0.8 [memory*S_{r-1}+(1-memory)*S_q] + 0.2 \text{ (average rapport value)}$$

where S_r is the stimulus value, S_{r-1} is the stimulus before the last question, and S_q is the average rapport value of all previous questions and the current question.

Claim 48. A system, including a computer, a monitor and a keyboard, for developing interpersonal skills including initiation of an interview and quantifying emotional values that are allocated to rapport states, a stimulus value being computed based on an average of all previous questions asked during the interview rapport value and current question rapport value, said system employing the following algorithm:

$$S_r = 0.8 [memory*S_{r-1}+(1-memory)*S_q] + 0.2 \text{ (average rapport value)}$$

where S_{r-1} is the stimulus before the last question, and S_q is the average rapport value of all previous questions and the current question, for computing a stimulus value S_r.

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